

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1 to 53 (canceled).

Claim 54 (currently amended): A method of operating a gaming machine having a plurality of game symbols at least including a plurality of different award value symbols and a plurality of end game symbols, said method comprising:

(a) randomly generating a combination of the plurality of game symbols, the plurality of game symbols at least including a plurality of award value symbols and a plurality of end of game symbols,

(b) causing a display of the gaming machine to display:

(i) the randomly generated combination of the plurality of game symbols, and

(ii) for each of any randomly generated award value symbols associated with a displayed award value, of the randomly generated combination of the plurality of game symbols, an individual numerical award value associated with said randomly generated award value symbol,

(c) summing the individual displayed numerical award values associated with any displayed award value symbols to form an accumulated winnings value,

(d) repeating steps (a) and (c) until a predetermined number of said end game symbols have been randomly generated in the generated combinations of the plurality of game symbols, said predetermined number being at least one, and

(~~e~~) ending play when the predetermined number is reached.

Claim 55 (canceled)

Claim 56 (previously presented): The method of claim 54, wherein the plurality of game symbols includes a plurality of null symbols.

Claim 57 (previously presented): The method of claim 54 wherein the award value symbols include positive integer values.

Claim 58 (previously presented): The method of claim 54 wherein the award value symbols include negative integer values.

Claim 59 (canceled)

Claim 60 (previously presented); The method of claim 54 further comprising:

ending play when a player stop signal is received in response to the step of summing, and awarding the accumulated winnings value in response to the received player stop signal.

Claim 61 (previously presented): The method of claim 54 further comprising:

determining when the accumulated winnings value at least equals a predetermined winnings value, ending play when the accumulated winnings value at least equals the predetermined winnings value, and awarding the accumulated winnings value.

Claim 62 (canceled)

Claim 63 (currently amended): A method of operating a gaming machine including a bonus game, the bonus game having a plurality of game symbols at least including a plurality of different award value symbols and at least one end game symbol, said method comprising:

(a) randomly generating a combination of game symbols from the plurality of game symbols for a play of the bonus game, ~~the plurality of game symbols at least including a plurality of award value symbols and at least one end of game symbol,~~

(b) causing a display device to display:

(i) the randomly generated combination of game symbols, and

(ii) for each of any randomly generated award value symbols associated with a displayed award value, of the randomly generated combination of game symbols, an individual numerical award value associated with said randomly generated award value symbol.

(c) for the play of the bonus game, summing the individual displayed numerical award values associated with any randomly generated award value symbols to form an accumulated winnings value, and

(d) repeating (a) to (c) until ending the play of the bonus game when one of: (i) the formed accumulated winnings value reaches a predetermined value greater than zero, and/or (ii)

~~(e) ending the play of the bonus game when the predetermined value is reached and the at least one of said end game symbols is has not been randomly generated in any at least one of the randomly generated combinations of game symbols.~~

Claim 64 (previously presented): The method of claim 63 further comprising:

paying an award different from the predetermined value in response to ending the play of the bonus game.

Claim 65 (previously presented): The method of claim 63 further comprising:

paying a progressive jackpot in response to ending the play of the bonus game.

Claim 66 (previously presented): The method of claim 63 further comprising:

paying the predetermined value in response to ending the play of the bonus game.

Claim 67 (currently amended): A method of operating a gaming machine having a casino bonus game having a plurality of game symbols including at least one end game symbol, said method comprising:

- (a) setting a count value to zero when the casino bonus game starts,
- (b) ~~for each play of the casino bonus game:~~
- (i) ~~incrementing the count value,~~ (ii) randomly generating a combination of game symbols from the plurality of game symbols, ~~the plurality of game symbols including at least one end game symbol, and~~
- (iii) causing a display device of the gaming machine to display the randomly generated combination of game symbols,
- (d) incrementing the count value, and
- (ee) repeating (b) to (d) until ending the play of the casino bonus game, ~~wherein the play of the casino bonus game ends when one of:~~ (i) the at least one end game symbol is randomly generated in one of the generated combinations of game symbols, or (ii) a predetermined value for the count value is reached, said predetermined value for the count value being at least one.

Claim 68 (previously presented): The method of claim 67 further comprising:

paying a jackpot bonus in response to ending the casino bonus game.

Claim 69 (currently amended): A method of operating a casino gaming machine having a casino bonus game when a bonus qualifying signal issues during a play of the casino gaming machine, said method comprising:

summing any individual displayed numerical award values associated with any randomly generated award value symbols displayed ~~in~~ by a display of the casino gaming machine to an accumulated award value during the play of the casino bonus game,

receiving a player stop signal from a player input of the casino gaming machine during the play of the casino bonus game,

causing the display of the casino gaming machine to display an end of bonus game symbol during the play of the casino bonus game,

awarding at least the accumulated award value in response to receiving the player stop signal and before the end of bonus game symbol is displayed, and

ending the play of the casino bonus game in response to either one of: (i) awarding the accumulated award value or (ii) displaying the end of bonus game symbol before receiving the player stop signal.

Claim 70 (previously presented): The method of claim 69, wherein the plurality of game symbols includes a plurality of null symbols.

Claim 71 (previously presented): The method of claim 69 wherein the value symbols include negative integer values.

Claim 72 (previously presented): The method of claim 69 wherein the value symbols include multipliers.